
Title: Life Sustainment 1

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*The front cover is
decorated with the image
of an ouroboros
surrounding a gear*
Technomantic Life
Sustainment

One of the uses of
technomancy is keeping
living things alive while
subduing them, very useful
for storing projects
which would most likely
die from shock or
trauma, or from wounds
inflicted upon themselves.
Life sustainment has a
number of key areas:
Physical well-being, mental
well-being, and
nourishment. The project
can be sustained in simply
a cage through these
methods, however will do
better if kept in a large
glass or otherwise
waterproof container filled
9/10 with the standard
alchemic garlic potion to
keep the project clean;
1/10 with parsley extract
to keep the project's
flesh in good condition.
Any herb noted for
healing properties will
work in the place of
parsley, however another
added advantage of
parsley is it can dispel
the strong smell of
garlic.

Half a cup of
common nightshade
extract should be added
to the mixture as well, it
aids with easing any sting
or pain the project might

feel from the fluid.
Often, projects might have exposed muscle tissue or areas without protective skin layer, the mere touch of any fluid causes the project pain. If the subject is placed into fluid, it will require: Two tubes be placed in its mouth. One with two smaller tubes connected to one of them which go up the nostrils of the project, the other going further down the throat, past the lungs. This second one will be the feeding tube, it is important this tube is past the lung passage so food and drink is not inhaled.

Rubber or wax should be used to seal tubes in the nostrils so no fluid may pass into the nasal passage, for details on collecting rubber see the notes at the end of the book series. Rubber coated cloth, or a carved wooden piece made for the mouth tubes to fit through should be used to seal the tube to the mouth, the piece should have some method to be attached or tied around the head to keep it secure. Care should be taken to ensure the other end of the breathing tube is secured in a way which does NOT allow anything other than air to pass into it. The project should be unconscious for the next steps, ensuring tubes are attached to the project's anus and urethra.

The tube for the urethra should be very narrow, be

cautious inserting tubes into this opening. While inserting a tube all the way to the bladder is more effective, if you do not have a suitable tube to do so or are uncertain of what you are doing, then only insert the tube in one inch. As long as a seal is made around the tube with rubber then it should function fine. The tube for the project's anus should fit securely into the space, and should not be placed too far up lest the intestine be damaged. The tube should be sealed with rubber as well as have cloth or something similar attached to it and wrapped around the body in order to keep it secure. Both of these steps are important in order to keep the fluid the project will be in clean.

The other end of the tubes should lead to a keg or some form of container with a lid with holes in it for the tubes. Use rubber to keep the tubes in place and secure. Be sure to check this waste container regularly, and change it with another once it is full. For easy disposal, mark a rune to the top of the Britain sewers, recall to the location with the keg, and throw it down.

Physical Well-Being

If the project is conscious and fully aware of what is happening, it will panic. The project should always be kept unconscious, or at the very least minimally aware

of its surroundings. One method is by boiling the leaves of common nightshade. The resulting potion should be put in a container with a tube leading from it, the other end attached to the project's breathing tube. The tube should be attached to the container so it is over the nightshade potion, not in it. The potion should then be heated so a vapor travels through the tube to be inhaled by the project. It is VERY important to ensure the liquid itself will not be inhaled, keep the tube close to the top of the container holding the nightshade potion. Dosage should be one half cup of nightshade potion every three hours. For aspiring technomancers, however, a better method would be using a brew made from hemlock, henbane, and belladonna leaves. One cup of this potion should be fed to the subject to make it unconscious, maintaining the effect is done by sending vapor to the breathing tube. The project only needs to inhale vapor of a quarter cup every five hours. If you wish for the project to be somewhat conscious, using henbane vapor alone will keep the project from feeling pain, as well as leave it conscious in a dream-like state. Should the creature's heart rate become unstable, have it ingest a potion made by boiling hawthorn flowers, which will both sedate the project and keep its heart rate steady. For projects with altered bone structures, they should be fed one cup of

a potion made from boiled bryony leaves a day for one week. In large doses, this potion is poisonous, and should be used with caution.

Mental Well-Being

Although the project might not be able to feel anything, it will be very upset about its current state, even if it cannot see what is happening to it. Its mind will assume the worst, even if it is not conscious its mind will dream. If the mind is frightened, it can cause the body to become unstable, having a high heart rate, increased breathing rates, and tense muscles. A potion of boiled wormwood leaves and flowers is effective for calming and soothing nerves, and can ease depression or other related mental disorders the project might be feeling. Another effective potion would be made from brewed chamomile, which is well known for being able to calm the nerves, and is also a very good way to prevent nightmares in unconscious projects.

Nourishment

Like all living things, the project will require food and water. Two cups of water should be fed to it every two hours. For nourishment, consider the various nutrients the project needs. For protein, boil beans and mash them with water until you get an easily pourable fluid. Garlic and ginseng potions should be combined with the bean

fluid, as well as dried and ground up spinach leaves. The project should be fed two or three times a day, the amount depending on how large the project is. For an average size human, one to two cups should suffice. The project should be given its water after being fed to wash the feeding fluid out of the feeding tube. A cloth attached to a wire should be inserted into the feeding tube to clean it as well, however be very careful to not harm the project by 'cleaning' the inside of its esophagus. The feeding fluid can be used for up to two months if it is stored in an airtight container and kept very cool, using a cold enchanted storage box is highly recommended. Always check for freshness, if the fluid is rotting it can harm the project.